IBoardComputer

+ GetAllNodes()
+ GetPossiblePlaces()
+ GetPossibleMovesFromNode()
+ GetPossibleMoves()
+ GetPossibleRemoves()
+ CanBeFullLine()
+ IsFullLine()

IBoardLoader

+ LoadBoard()
+ LoadFromConfig()
+ SaveBoard()

IBoard

+ GetNodeType()
+ GetAllNodesType()
+ GetNodesCount()
+ GetSamePieceTypeNodeIndexes()
+ GetBoardState()
+ GetPlayerPiecesOnTable()
+ GetPlayerPiecesToPlace()
+ AddPiece()
+ MovePiece()
+ RemovePiece()
  and 8 more...